

CENTRAL INTELLIGENCE AGENCY

REPORT NO.

CD NO.

25X1A

COUNTRY Czechoslovakia

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SUBJECT Plan of Povazske Strojarne Plant
at Povazska Bystrica

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**SUPPLEMENT TO
REPORT NO.**

25X1X

1. The following is a key to the attached scale drawing of the Pavazska Sustrica Plant of the Pavazske Strojarnie:

Column I Number of objects on the map.

Column I Number of objects on the map.
Column II Total area of object in square meters.

Numbers in brackets behind description - area of a particular object in square meters.

I. Object

03 Warehouses (/1 aggregate) and tempering shops

06 Workshops for cartridge casings (shells) - #1 aggregate

06n Generator station

06b Gas container, refuse bunkers (13), stores (24)

07 Armament shops and office

07a Administrative building of object 07

08 Armory, packing department: (170)

08 Firing range (2967), shelters under construction (272), carpenters shop on the firing range (20)

0101 Covered ramp (62)

0104 Engine room (18) for "kerrerin" shop" (sic)

0106 Gunpowder "kempering shop" (94)

0107 Gunpowder store #1 (199)

0109 Gunpowder store #2 (200)

~~12~~ Guardroom at gunpowder stores (63)

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- 0402 Storeroom for packing cases (290)
- 1072 Office of fuse (detonator) shop (317)
- 1101 Pumping station I, (18), part of pumping station III (38)
- 1102 Pumping station II - bonder store (sic) (16), part of pumping station II (7)
- 1103 Pumping station III (16)
- 1103 Shed for fire-fighting equipment near pumping station (24)
- 1104 Pumping station (38)
- 1106 Filtering station (36)
- 1301 Old garages (204)
- 1302 New garages - extension (296)
- 1303 Wood and coal dump near garages (46), temporary extension of garage (51)
- 1304 Cloakrooms and shower rooms for motor transport department (180)
- 1305 Garage for trucks (205)
- 16 Fiber store (2036)
- 1701 Gatekeeper's lodge at the detonator plant (95)
- 1703 Mechanical workshop and steeping (staining) shop (732)
- 1711 Preparation of mercury for fuses (226)
- 1711a Preparation of trichinate (109)
- 1712 Drying plant for mercury (110)
- 1712a Drying plant for mercury, trichinate, and tetracene (111)
- 1714a Slope tunnel at object 14 (12)
- 1715 Drying plant for mercury (89), extension of object 7/15 (52)
- 1716a Intermediate store for explosive compound (8)
- 1717 Fuse shop with annex (648)
- 1721 Preparation of picrate (32)
- 1722 Preparation of luminous compounds (205)
- 1723 Production of luminous fillings I (371)
- 1724 Production of luminous fillings II (383)
- 1725 Assembly, checking, and packing of luminous fillings (287)
- 1726 Assembly of luminous cartridges (stores) (62)
- 1727 Storeroom (56)
- 1731 Store of chemicals and packing cases (27)
- 1732 Store of packing cases (27)
- 1733 Fuse store III (30), store of black-powder (5)
- 1734 Acid store (2)

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- 1735 Fuse store I (18)
- 1736 Fuse store II (30)
- 1740 Store of rocket parts (flares) and packing cases (21)
- 1741 Store of machine parts (10) and steeping plant for "sferal" (727)
- 1742 Emergency water storage (76), water reservoirs (195)
- 19 Foundry for heavy metals with annex (2748); annex of the aluminum foundry (587)
- 19a Foundry for light metals (466)
- ~~21a~~ Annex to Object 19a (865)
 - Annex to stores of the aluminum foundry and extension of aluminum foundry (679)
 - Annex to sand casting plant
 - Shed at the light metal foundry and coke shed (89)
 - Rolling mill with annex (6489)
 - Smoke stack of the rolling mill (21)
 - Steam plant, boiler room of power plant (1173)
 - Smokestack 60 meters high
 - Annex to boiler room (at smokestack)
- 21a Cooling tower (141)
 - Coal shed (132)
 - Tar pits with cleaning plant (170)
 - Storage for lignite (309)
 - Storage for lignite (317)
 - Storage for 100 tons of anthracite (343)
- 22 Generator plant
- 23 Galvanization plant (900)
- 24 Artillery department (4925)
 - Shed belonging to object 24 (25)
- 24a Gas-generating plant (105), coke shed (11)
- 24b Shop for fuse boxes (formerly intermediate store) (740)
 - Wooden shed (54)
- 24c Store of packing cases for artillery ammunition, shop I (III)
- 25 Artillery ammunition shop II (3236) and annex (64)
 - Store for galvanization plant (52)
 - Cooling bunkers (30)
- 25a Administrative building for object 25 (235)
- 26 Preparing shop (2100)

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- 29 Canteen (369)
- 31 Pavilion (20)
 - Annex to store (shop) and kitchen (30)
 - Soda water plant (66)
 - Baggage store at main gate lodge (20)
 - Bicycle shed near object 79 (60)
 - Office of the temporary transformer station (15)
- 31a Bottle storage with annex (21)
- 32 Tempering plant and blacksmith shop (1335)
- 32a Annex to tempering plant (602)
- 32b Tool shed at object 32 (286)
 - Open shed for blacksmith shop (203)
 - Wooden hut at apprentices' quarters
 - Shed at object 33 (379)
 - Annex to furniture shop (300)
 - Storage of dry wood (533)
- 33 Carpenters' shop (2775) with annex (190)
- 34b Assembling shop (2024)
 - Storage shed (100)
 - Bonder store (13)
 - Annex to sheet-metal workers' shop near 34b (225)
- 34b Steeping (staining) plant and sheet-metal workers' shop (376)
- 34c New cutting shop (888)
- 35 Office building (256)
- 36 Office building (306)
- 37 ZTU (162)
- 38 Guardsquad (119)
- 38a Propaganda department (123), clothing store (75)
- 39 Administration building (770)
- 39a Parlat (432)
- 39b Doorkeeper's lodge beneath administrative building (111)
- 40 Testing laboratory for materials (560)
- 40a Gas works and testing plant (19)
- 41 ? (62), Diesel-oil storage near object 24 (10), raw material store (1433)
- 42 Raw material store (2743)

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- 44 Production workshop (3200)
- 44a Paint-removing and washing plant (169)
- 45 Garage "evkomoto" (187)
- 45a Cloakroom and washroom of object 45 (19)
- 46 Store of copper and zinc
 - Store of sawdust and charcoal (245)
 - Store of timber (688)
- 46a Store of sawdust at object 46 (680)
 - Store of packing material near object 80 (80)
- 49 Firewood and coal dump (65)
- 50 Acetylene plant near object 62 (27)
- 53
- 54 Packing room II (2121)
- 55 Bunkers for ? near object 56 (30)
- 56 Wheel-assembly shop (6389) (Motokolo-assembly)
- 56a Water gas plant (105)
- 57 Machine store (980)
 - Coke shed (11)
 - Covered ramp at object 62
- 58 Machine store
- 59 Oil depot (30)
- 62 "Motokolo" (6357)
 - Bunkers at object 62 (42)
- 63 Cool-works (sic) (6358)
- 63a Bunkers (46)
- 63b Welding shop at object 62 (254)
- 64 Fence around the factory (9767)
 - Fence around reservoir (150)
 - Fence (358)
 - Fence around apprentices' house (300)
- 65 Main gatekeeper's lodge (198)
- 67 Gasoline depot (129)
- 70 Machine store (980)
 - Gatekeeper's lodge (9)

Open shed (50)

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- 70 Tripod for scrapping of castings (16)
- 71 Ammunition dump (860)
- 72 Storage bunkers for metals and rails (351)
Storage bunkers for metals and oil at object 07 (97)
- 74 "Sferal" storage (500)
Annex to "sferal" store (190)
- 75 Oxygen storage (100)
Carbide storage (48)
- 76 Power plant (1600)
- 79 Wire plant (10,358)
Aerial funicular 100 meters in length
- 79a Water gas generating plant (43)
- 80 Stamping plant (7283)
- 81 Transformer at object 20 (239)
- 82 Transformer at object 06 (81)
- 83 Transformer of circular (sic, perhaps multiphase supply from outside)
power lines (29)
- 84 Electric switching station; apprentices' school (349)
- 84a Temporary switching station (28)
Wooden barrack; storehouse (84)
- 85 Cleaning station (534)
- 86 Wooden warehouse (234)
Storehouse, cloakrooms, and workshop of maintenance section (523)
- 90 Storehouse at object 63 (254)
- 91 Small house near object 63 (76)
- 103 Transformer at object 07 (128)
- 104 Office-barrack at object 62 (239)
- 105 Office-barrack at object 63 (239)
- 107 Fire brigade (400)
- 107a Fire tower (78)
- 113 Elevator operator (665)
Annex to object (127)
Sand bunker (140)

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- 120 Oil regenerator (120)
- 120a Staining (tarnishing) shop for finished products (100)
- 122 Water tank at object 44 (1267)
- 123 Air-raid shelters at object 122 (197)
- 124 Air-raid shelters at object 127 (281)
- 125 Railroad branch line gatekeeper's booth (11)
- 127 Foundry for gray castings (290)
- Graphic station (47)
- Civilian garage (287)

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